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| --- |
| SCENE |

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| --- |
| WAREHOUSE |

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| --- |
| Param. 2 |

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| --- |
| Material |

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| --- |
| Param. 1 |

|  |
| --- |
| Geometry |

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| --- |
| Save Read previous data |

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| --- |
| Param. 1 |

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| --- |
| Changings |

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| --- |
| Request new Mesh |

|  |
| --- |
| Generated Mesh |

User

1.1 Add

1.8 Render

CANVAS

User

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| --- |
| Zip file Request download |

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| --- |
| Object3d |

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| --- |
| CAMERA |

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| --- |
| Param. 2 |

|  |
| --- |
| Object3d |

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| --- |
| Zip file |

|  |
| --- |
| Changed X Y Z |

|  |
| --- |
| X Y Z |

|  |
| --- |
| Mesh |

|  |
| --- |
| Changed Mesh |

User

1.7 Export House

1.3 Remove

1.2 Modify

User

1.6 Import House

User

1.5 Set Rotation

1.4 Set Position

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| --- |
| Context 1.1 (Add Mesh) |
| |  | | --- | | Request new Mesh |  |  | | --- | | Material |  |  | | --- | | SCENE |  |  | | --- | | Generated Mesh |  |  | | --- | | Added Mesh |  |  | | --- | | Geometry |     Param. 2  Param. 1  new Mesh(Geometry,Material)  Scene.add  (new Mesh)  User |

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| --- |
| Context 1.2 (Modify Mesh) |
| |  | | --- | | SCENE |   Altered map  Mesh.material.map=texture  true  Altered vertices  vertices[i].  set(x,y,z)  Mesh  Mesh  Vertices  Need  Update  User |

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| --- |
| Context 1.3 (Remove Mesh) |
| |  | | --- | | SCENE |   Altered Vector Scene.children  Scene.  remove(Mesh)  Mesh to remove  User |

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| Context 1.4 (set position of camera) |
| |  | | --- | | CAMERA |   Altered position  camera.  position.  set(x,y,z)  x y z  User |

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| --- |
| Context 1.5 (set rotation of camera) |
| |  | | --- | | CAMERA |   Altered rotation  camera.  position.  set(x,y,z)  x y z  User |

zip file

read input file

|  |
| --- |
| Context 1.6 (import file from zip file) |
| |  | | --- | | unzip |  |  | | --- | | SCENE |   assets=  unzip.files[0]  textures=  unzip.files[1]  t.s.ad(  assets[i])  User |

|  |
| --- |
| Context 1.7 (export file as zip file) |
| |  | | --- | | z |  |  | | --- | | WAREHOUSE |   Read data  Request download  Attempt download  z=  New JSZip()  object  textures  assets  z.file (  casa3d.js, vector)  zip.add( file.zip,textures)  User  returned zip file  location.href=o .blob (blob) |

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| Context 1.8 (render changings that either scene or camera's undergone) |
| |  | | --- | | WAREHOUSE |  |  | | --- | | SCENE |  |  | | --- | | CAMERA |  |  | | --- | | Retrieved Changings |   Update warehouse with Δ. compare & create Δ  Renderer.render(scene,camera)  Parameter 1  Parameter 2  CANVAS |